

3. 1000 ft. 1000 ft.
With Mr. B. - Wilson,
and Mr. Carter

Mr.
B. - Wilson

Flash
Cordon

1/26/63

315

3 4



1000 ft. 1000 ft.

BIG BROTHER #34: GAME #2: 24 MAY 1967:
 WINTER 1908: England Builds Fleet London.

 SPRING 1909: TURKEY LANDS ARMY IN SPAIN!
 Fall 1909 Moves Due, TUESDAY, 3PM, 6th, JUNE 1967.

AUSTRIA---Army-Prussia to Berlin
 Zolansky Army-Munich to Burgundy
 Army-Marseilles S A Munich to Burgundy
 Army-Tyrolia to Munich
 Army-Schmania S A Tyrolia to Munich
 Army-Silesia S A Tyrolia to Munich
 Army-Rumania to Galicia
 Army-Piedmont S A Marseilles
 Fleet-Gulf of Lyon C Turk. A Tuscany to Spain
 Army-Moscow stands
 ENGLAND--Army-Paris to Picardy
 MacKenzie Fleet-Mid-Atlantic S Fren. F Spain (SC)
 Fleet-Irish Sea S F Mid-Atlantic Ocean
 Fleet-English Channel S F Mid-Atlantic
 Fleet-Baltic Sea S Fren. A Berlin
 Fleet-St. Petersburg (NC) holds
 Fleet-Norway S F St. Petersburg (NC)
 Fleet-London stands
 FRANCE---Fleet-Spain to Marseilles*(Read rule 8C also:)
 Wilson Army-Gascony S F Spain to Marseilles
 Army-Burgundy S F Spain to Marseilles
 Army-Ruhr to Munich
 Army-Lioli S A Ruhr to Munich
 Army-Berlin S A Ruhr to Munich
 Fleet-Irish S. English Channel
 ITALY---Army-Tuscany to Spain
 Yagor Fleet-Western Med. S A Tuscany to Spain
 Army-Livonia to Prussia
 Fleet-North Africa S F Western Mediterranean
 Army-Syruva stands
 Fleets-Bulgaria(SC) & Black Sea stand
 Fleets-Tunis & Ionian Sea stand

(* French F Spain (SC) retreats to Portugal)
 Press Release: "Britain Lets of Buck" from France!
 EDITORIAL: Another Luetliand to svp the people!
 The Postal Diplomacy fanning Orthano has been sent
 out only once in the last six months! Yag. just one
 issue in half a year. This lone copy was received over
 three months ago. Someone was supposed to take over but
 this same person didn't even write to the players in at
 least three of the games. John McCallum WB suggest that
 you take over Orthano as you did Erobbingnag and soon!



DIPLOMACY

SUMMARY OF THE RULES

This introduction contains the most basic rules of Diplomacy. An understanding of all the rules, found in the booklet entitled "Rules of the Game", is, however, essential. If any conflict appears between this introduction and the Rules of the Game, the latter control.

1. Positions. Place the armies (square blocks) and fleet (long blocks) on the board in these positions:

England (dark blue)	Army at: Liverpool	Fleet at: London	Fleet at: Helsingburgh
Germany (black)	Berlin	Army at: Munich	Russia
Russia (white)	Moscow	Warsaw	S. Petersburg (both Coast)
	Fleet at: Helsingburgh		
Turkey (yellow)	Army at: Constantinople	Smyrna	Ankara
Austria-Hungary (red)	Vienna	Budapest	Trieste
Italy (green)	Rome	Venice	Naples
France (light blue)	Paris	Marseilles	Bordeaux

2. Selection of Countries. Each player represents one country. To determine who gets what country, put blocks representing each country in a hat or box and draw.

3. Object. The object of the game is to dominate Europe. This occurs when one country has 19 supply centers (18 filled by black circles).

4. Playing the game. The board is divided into playing spaces by black lines. A piece may move only into one of the spaces next to the one it is on. A fleet may move only on a space representing water or a space with a coast line. Armies may not move on a water space. One piece may occupy a playing space at one time.

5. Moving. Each country may move any, all, some or none of its forces on a turn. Moves are made in this way: All countries write down secretly the orders for their forces.

Example: Germany writes, "Munich army to Ruhr, Kiel fleet to Holland, Berlin army to Silesia."

England writes, "London fleet to North Sea, Helsingburgh fleet to Norwegian Sea, Liverpool army to Yorkshire."

The orders of all the countries are then made public at the same time. This is done by each country reading its orders aloud in turn. No country can change its orders after it hears those of another country. The forces of each country are moved as the orders indicate.

6. Standoffs. Suppose France orders its Paris army to Burgundy, while Germany orders its Munich army to Burgundy. The result is a standoff. Neither army may move. The same result holds if one army (or fleet) is ordered to a space already occupied by another and the other does not move. There is a standoff and neither army moves. The same result also follows if an army is ordered to a space already occupied by another while that army is being ordered to the space the first army occupies.

Example: Austria orders its Trieste fleet to Venice. Italy orders its Venice army to Trieste. The result is a standoff and neither fleet or army moves.

...on the space being attacked.

Example: France has one army in Burgundy and one army in Picardy. It is attacking Paris occupied by a French army. It writes, "Burgundy army to Paris. Picardy army supports Burgundy army in attack on Paris." Germany thus has a superior force attacking Paris. The French army must retreat to neighboring empty space. It cannot retreat to Burgundy because the attack is coming from there. If no other space is empty, the French army is destroyed.

Note particularly that a support order can be written only if the piece ordered to support is next to the space being attacked. An army may not support another army merely because they are next to each other. The supporting piece must be next to the space on which the attack is made.

A support order can also be used defensively. Thus an army can be ordered to support another in a space it already occupies. In the example given above, if France had an army in Gascony it could have ordered this army to support the army in Paris. Then there would have been a German force of 2 armies faced by a French force of 2 armies - the result would be a standoff.

A piece cannot both move and support.

8. Adding Armies or Fleets. How are additional armies or fleets obtained? By capturing a supply center on a Fall move. The first move of the game is called "Spring 1901." The second move is "Fall 1901." The third move is "Spring 1902", the fourth "Fall 1902", etc. The supply bases controlled by a country at the end of the Fall move are the effect count. If a country controls more supply centers at the end of a Fall move than it did in the previous Fall, it can add as many armies or fleets as it won extra supply bases. These extra pieces must be placed each on one of its home supply bases. If a country has lost supply bases in the Fall, however, it must reduce its forces by as many pieces as it has lost supply bases.

Each country is counted as controlling its home supply bases until some other country occupies them. Similarly, once a country has won a new supply base by occupying it in the Fall, it continues to control this base until some other country occupies it in the Fall. Thus a country can move out of a home supply base or a supply base it has won in the Fall, and the base still counts for that country until actual occupation of the base by someone else.

9. Chaos. Armies may move across water by fleet. The army must be on a coastline and the fleet must be in a water space next to the coast. The move is from land to land by sea.

Example: England has an army in Yorkshire, and a fleet in the North Sea. It writes, "Yorkshire army to Holland by North Sea fleet." The Yorkshire army moves to Holland on this turn.

10. Diplomacy. This is the most important rule of the game. Before each move the countries negotiate with each other. They may agree on moves each will make, attacks they will carry out, support they will give each other, and so on. They will or will not invade, and they may enter into propaganda or espionage. Any agreement is possible. The rules impose no sanction for failure to carry out an agreement. Negotiations may be secret or public. They may take place at the playtable or in another part of the room or house.

Price: \$2.50 postpaid.

Questions regarding the game may be directed to the publisher, or to the author, Mr. J. H. M. ...

Dave K

Note!

IF THE GAMESMASTER:

1. Except as listed below all of the regional rules as published by Games Research Inc. will be followed.
2. A precedent set in a game will be followed throughout said game.
3. No conditional moves to be accepted except where asked by the gamesmaster, in a specific situation, to speed up the game.
- 4A. The rule that "A unit ordered to move, even if unsuccessful, still may act as support" is hereby not said if that attack is ordered to be given by a conveyed army and that convey is actually disrupted.
- 4B. Moreover if the convey is not disrupted, the direction of attack of the conveyed army is regarded as coming from the position of the last conveying fleet, and not from the point of origin of the army.
- 4C. The rule that "A unit ordered to move, even if unsuccessful, may stand off a single unit" is hereby not said in the one case where an unsuccessful move to a province by a unit that is dislodged by an attack from said province will not stop another unit from following into the province.
5. Any unit attempting to move may be supported only to where it is going. If stood off it no longer has any support.
6. No gamesmaster is expected to design. If he can publish a game then he can come in games for this important game.
7. The decisions of this gamesmaster are considered final after two weeks or the next time has been published. However I will try to correct errors of my own making!
8. Mechanics of writing orders are as Games Research rulebook except that the following are not valid in this game:
 - a. Confusing a fleet for an army or viceversa.
 - b. Having the wrong province as body of water.
 - c. Not making or giving proper account if a fleet is moving from or to Spain, St. Petersburg, or Bulgaria.
9. When two or more units are dislodged and ordered to retreat to the same place they are entered from the board.
10. Each player must send in his own moves.
11. A player must tell me the truth. He is expected not to tell the other players the truth. (Well hardly ever!)

Rules continued on next page

